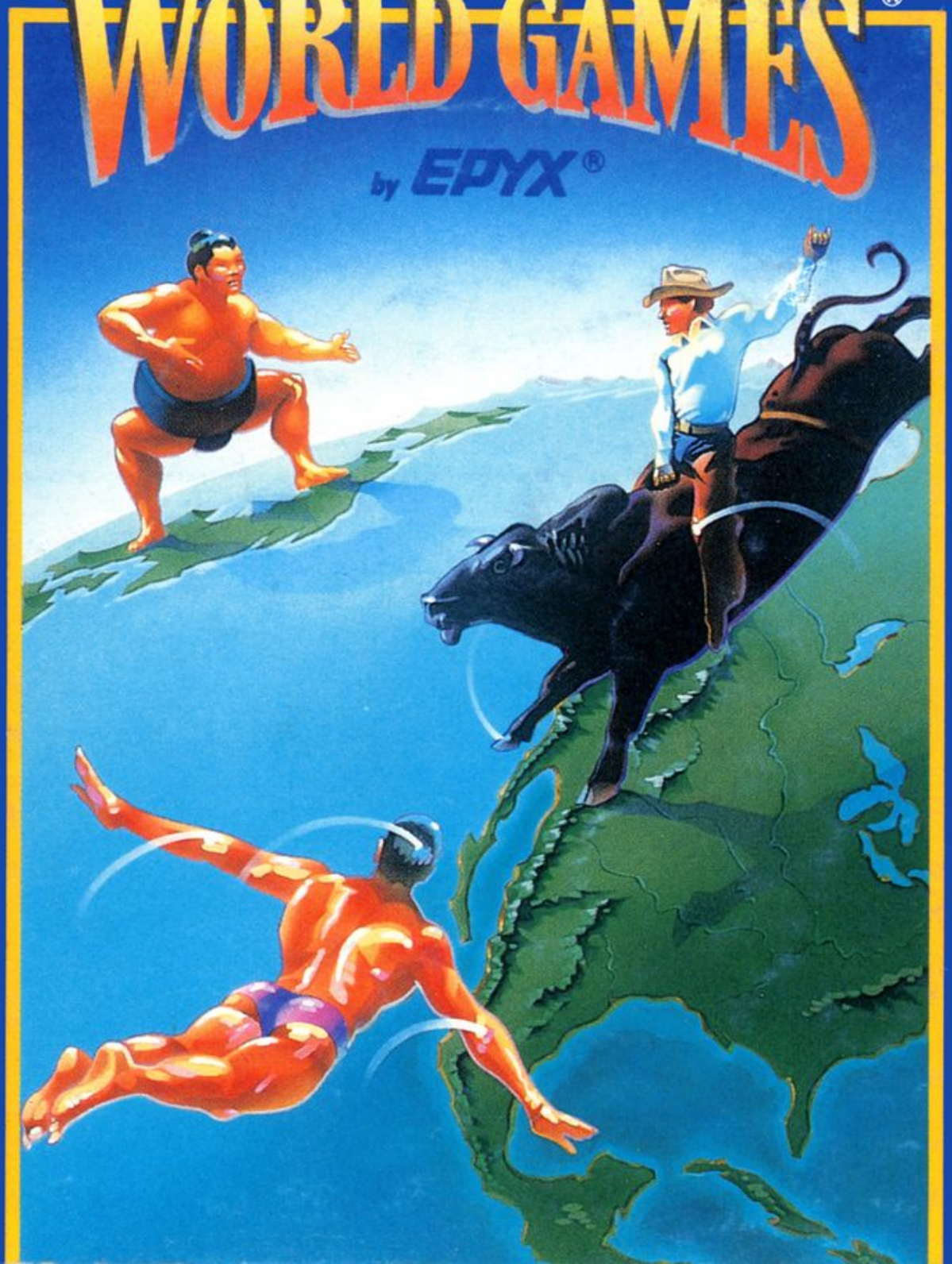
NES-WV-USA

WORLD GAMES®

by EPYX®



INSTRUCTION MANUAL

WORLD GAMES®

by EPYX®

1 to 8 Players

SAFETY TIPS

- Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
- This is a high precision game. It should not be stored in places that are very hot or cold. Store it at room temperature. Never hit or drop it. Do not take it apart.
- Avoid touching the terminal connectors. Keep them clean by inserting the Game Pak in its protective storage case.
- Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the Game Pak.

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Milton Bradley

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for play on the

Nintendo
ENTERTAINMENT
SYSTEM®

Thank you for purchasing WORLD GAMES! This exciting international sports competition is designed for use on the Nintendo Entertainment System. Before "The Games" begin, please read this manual carefully.

INTRODUCTION

Look Out World!

Get ready for action-packed competition! As a star athlete in World Games, you'll be competing in eight of the wildest events you've ever seen!

Travel to Acapulco and leap from craggy cliffs into pounding surf! Jet to Germany and jump giant beer barrels on an icy lake. Zip over to Scotland and toss cabers the size of telephone poles! Visit eight colorful locales in all!

Eight International Events!

Russia.....Weight Lifting
Germany.....Barrel Jumping
Mexico.....Cliff Diving
France.....Slalom Skiing
Canada.....Log Rolling
USA.....Bull Riding
Scotland.....Caber Toss
Japan.....Sumo Wrestling

Practice first to sharpen your skills. Then choose your options for competition and select the country you want to represent.

The computer judges each event, keeps scores and awards medals to the top three athletes. The winner gets the gold, second place earns the silver and third place receives a bronze medal. If you break a World Record, your name and score are also displayed on a special World Records screen.

Plug in your controller and experience the thrill of World Games! It's a challenge of global proportions!

SET UP

1. Make sure the power switch is OFF.

2. Insert the World Games Pak as described in your Nintendo Entertainment System manual.

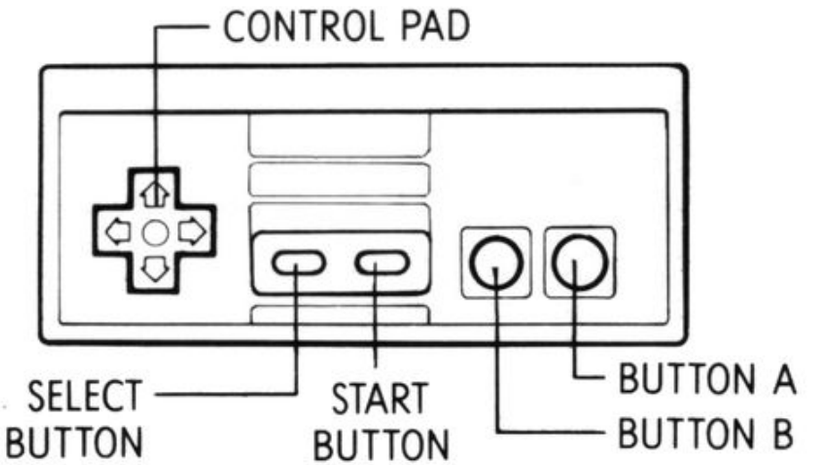
3. Turn the power switch ON.

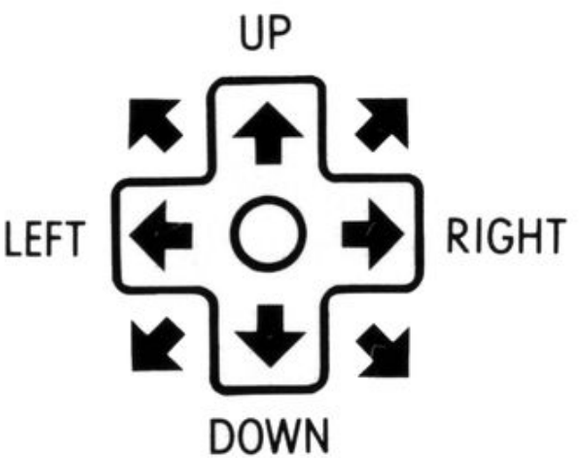
USING THE CONTROLLER

The illustration at upper right shows the controller parts you'll be using as you play.

- To move—Press the control pad in the directions shown at right.
- To make a selection—Press BUTTON A.
- To go to the next event—Press BUTTON A.
- To return to the options screen after practice or competition—Press BUTTON A.
- To pause—Press the START BUTTON.
- To restart after pausing—Press the START BUTTON again.

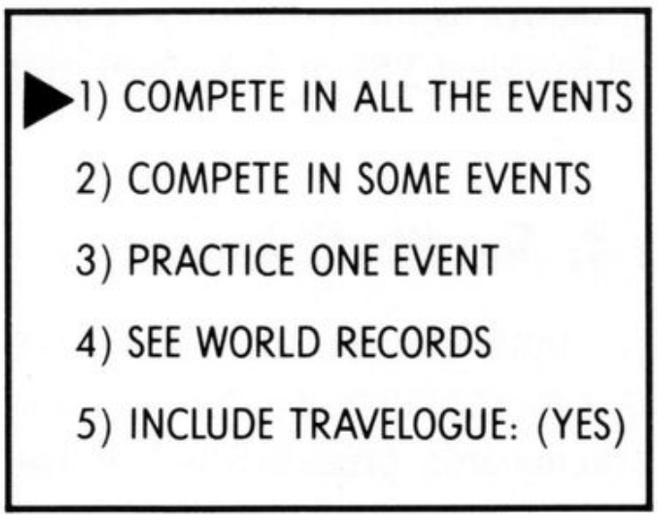
NOTE: See descriptions of individual events for complete controller instructions.





THE OPTIONS

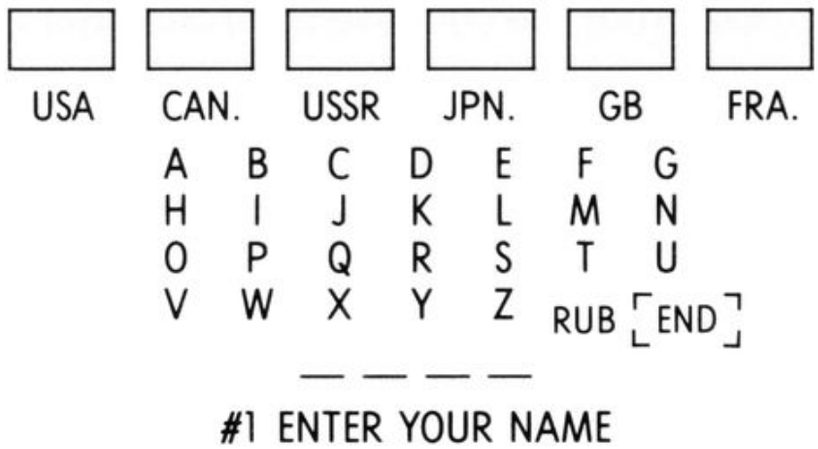
When the WORLD GAMES title screen appears, press the START BUTTON to get to the options screen. Then select from five options as shown below:



To select an option, press the control pad UP or DOWN to move the pointer on the screen. Once the pointer is next to the option you want, press BUTTON A.

Option 1: Compete in all the events

Select this option to compete in all eight events. Medals are awarded after each event, and a Grand Champion will be named at the end of the Games.



Each player (up to 8) signs on as follows:

1. *Enter your name.* On the name screen, press the control pad RIGHT, LEFT, UP, or DOWN to select the letters in your name. Press BUTTON A for each letter selection (up to 4 letters).

To erase a letter selection, select the word "RUB" and press BUTTON A. Press END after entering your name.

2. *Choose your country.* Press the control pad UP and to the LEFT or RIGHT to select the country you want to represent. Then press BUTTON A to make your selection, so the next player can sign on.

After all players have signed on, select the word END on the next name screen and press BUTTON A. Now you'll begin the first event.

Option 2: Compete in some events

Select this option to compete in the event(s) of your choice. Enter names and choose countries as described in Option 1.

On the event screen, move the pointer to each event you want to compete in and press BUTTON A to select it. When you're done selecting, move the pointer to DONE and press BUTTON A.

Option 3: Practice one event

Select this option to practice an event rather than compete. Choose the event as in Option 2. You won't be asked to enter your name or choose a country. Also, scores will not be saved.

After practicing an event, you'll be asked if you want to practice again. Press the control pad UP or DOWN to select YES or NO. Then press BUTTON A.

Option 4: See World Records

Select this option to see the highest scores recorded during the current game play session. To view World Records, press BUTTON A. Then press BUTTON A again to return to the options screen.

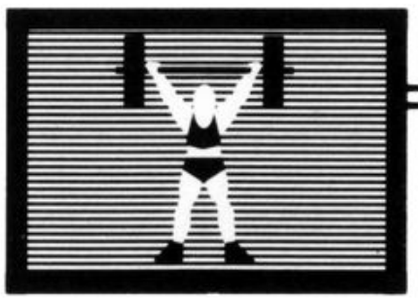
WORLD RECORDS:

WEIGHT LIFTING	NAN	165 KG
BARREL JUMPING	JIM	15
CLIFF DIVING	AMY	86
SLALOM SKIING	ANN	1.25
LOG ROLLING	SAL	303
BULL RIDING	GARY	64
CABER TOSS	PAT	36'7"
SUMO WRESTLING	KARL	158

Option 5: Include travelogue

This option asks if you'd like to read the travelogue before each event. Press BUTTON A to select YES or NO.

THE GAMES



WEIGHT LIFTING

Get ready for an "uplifting" experience as you journey to the Soviet Union—home of the best weight lifters in the world. You'll compete in two events: *the Snatch* and *the Clean and Jerk*.

Object: Lift the most weight to win! Each player is allowed 3 attempts in each lift category.

In practice rounds, select the type of lift by pressing the control pad UP for *the Snatch* or DOWN for *the Clean and Jerk*. Press BUTTON A to continue.

In competition, you must complete *the Snatch* before competing in *the Clean and Jerk*.

In both practice and competition, you must select the weight you want to lift. To do this, press the control pad LEFT for less weight, or RIGHT for more weight. Weight increases in 5 kg increments and appears in the lower right section of the screen. If no lifter wants to increase the weight after a successful round of lifts, the computer automatically increases the weight by 5 kg.

To get your lifter ready, press BUTTON A.

The Snatch:

Several up and down movements of the control pad are necessary to complete a successful *Snatch*. The timing of these movements is important.

1. *To grasp the bar,* press the control pad DOWN.

2. *To begin lifting the bar,* press the control pad UP. During the lift, press the control pad DOWN again to drop underneath the bar and "snatch" it over your head.

3. *To stand up from the squatting position,* press the control pad UP.

4. Then watch for the computer judges' "success" lights located in front of the platform. *When two or more lights turn white,* your lift is considered successful. Press the control pad DOWN to lower the bar back to the floor.

The Clean and Jerk:

A successful lift is even harder in *the Clean and Jerk*. Extra up and down movements are required and timing is more critical. Plus, you'll need to pause momentarily, as you "gather your strength" before each part of the lift.

1. *To grasp the bar,* press the control pad DOWN.

2. *To begin lifting the bar,* press the control pad UP. During the lift, press the control pad DOWN again to "clean" the bar and drop into a squat with the bar resting on your chest.

3. *To stand up from the squatting position,* press the control pad UP again.

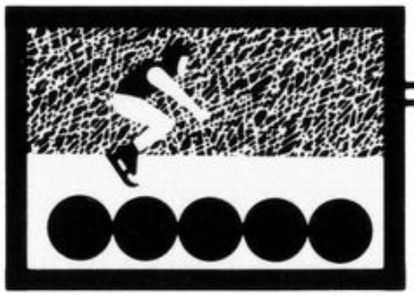
4. *To "jerk" the bar above your head,* press the control pad DOWN.

5. *To straighten your legs and complete the lift,* press the control pad UP one more time.

6. Then watch for the computer judges' "success" lights located in front of the platform. *When two or more lights turn white,* press the control pad DOWN to lower the bar back to the floor.

Scoring: The winner is the lifter who successfully lifts the greatest weight. At least two of the judges must give white "success" lights for a lift to be considered successful. The judges also vote on the accuracy of your timing. Two "hesitant" white lights mean your timing was poor. Three quick white lights mean your timing was excellent.

Strategy: As the weight increases, timing becomes more critical. If the weight lifter moves too quickly during each portion of his lift, he may not be ready for such a heavy load. If he holds the weight in one position for too long, his strength may give out. The key to proper timing is practice, practice and more practice.



BARREL JUMPING

Next stop—Germany! And don't forget your ice skates! You'll be competing in the gutsy Barrel Jumping competition. Be careful! No extra points are awarded for bumps and bruises.

Object: Jump over the most barrels to win! Each player is allowed three attempts.

1. *To choose the number of barrels to jump,* press the control pad LEFT or RIGHT. You may select up to 19 barrels. (Until you jump, only the first 13 will show on the screen.) Press BUTTON A to continue. Your skater will appear on the ice ready to start.

2. *To begin skating,* move the skater's legs by pressing the control pad LEFT and RIGHT, alternating in rhythm with the movements of his legs. To skate faster, increase the tempo of the rhythm smoothly.

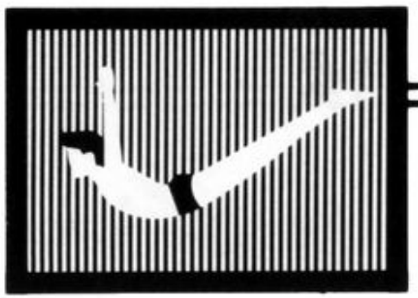
3. *To jump,* press BUTTON A. The flag indicator on the ice shows a good take-off point for most jumps.

4. *To prepare for a landing,* press the control pad DOWN.

5. Press BUTTON A for your score. Press BUTTON A again to begin your next jump.

Scoring: The winner is the skater who clears the greatest number of barrels (in any one of three attempts) and lands successfully.

Strategy: Build up as much speed as possible before jumping. (The white speed meter on the bottom of the screen shows how fast you're skating.) The length of the jump depends on your speed at take-off. If you jump too soon, you may not clear the last barrel. Jump too late, and you may crash into the first barrel.



CLIFF DIVING

Welcome to the steep cliffs of sunny Acapulco, Mexico! Here courageous divers (like yourself) launch themselves from a craggy ledge toward the crashing surf far below. A careless jump could result in a face-to-face confrontation—your face against the face of the cliff!

Object: Make daring dives to score the most points! Each player is allowed three attempts.

1. *To select the height of your dive,* press the control pad UP or DOWN. Your diver will move to various ledges on the cliff. When your diver is on the ledge you want, press BUTTON A.

2. *To start the dive,* press BUTTON A. The diver will leap from the cliff in an arched-back position.

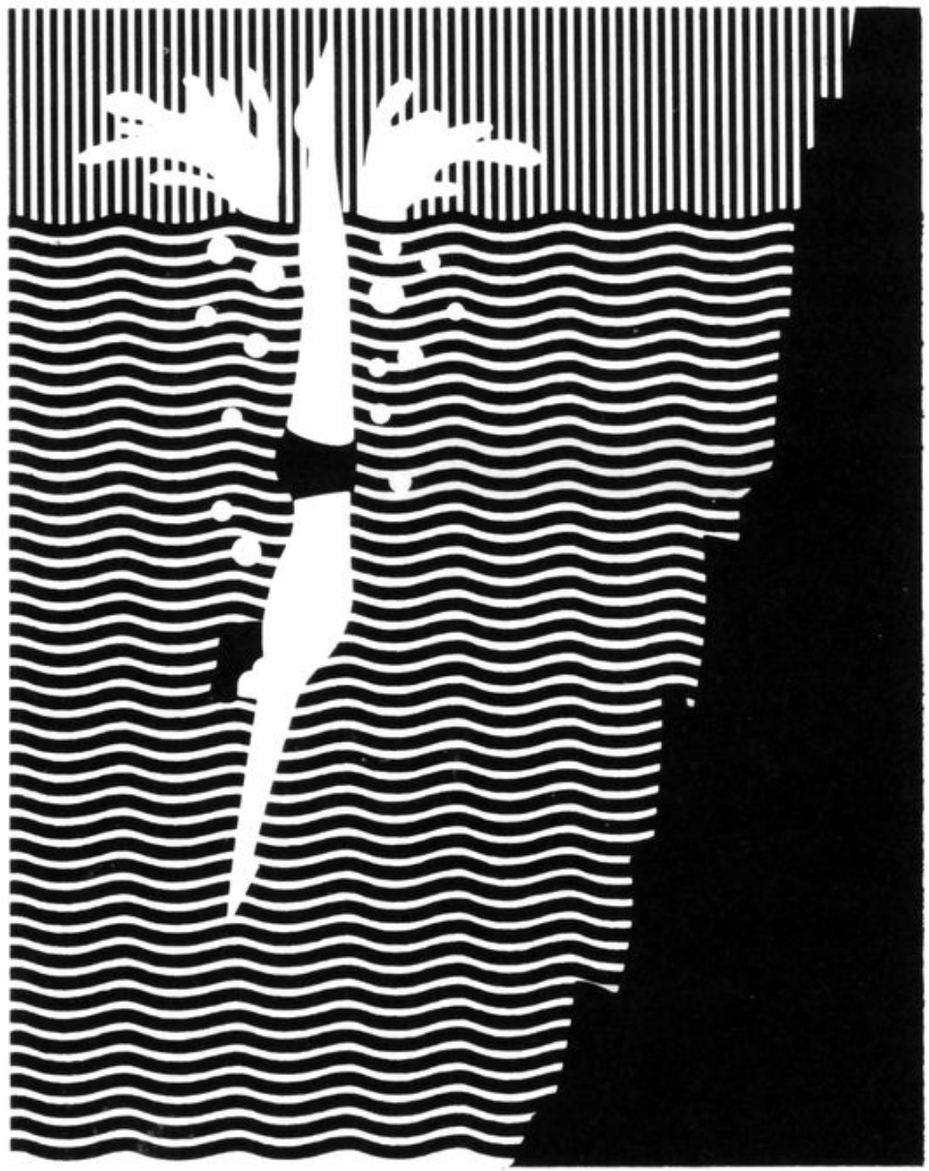
3. *To straighten out,* press the control pad DOWN before entering the water. (Good form and a properly executed dive will help your score.)

4. *To avoid hitting the ocean bottom,* press the control pad LEFT after entering the water.

Scoring: Each dive is scored on *style, height, depth* and *closeness to the cliff.* The highest overall scores are obtained with graceful swan dives—from the highest ledge—into deep water—while barely missing the rocks at the foot of the cliff.

Strategy: To achieve a high score, try to barely miss hitting the rocks at the base of the cliff. The longer you keep your back arched, the farther from the cliff you'll move. A smooth style also contributes to your overall score. When you straighten out from the arched-back position, do so as gracefully as possible.

Also, keep an eye on the depth of the water. It varies as waves go in and out. (This is shown in the upper-left-hand corner of the screen.) Try timing your dive to enter the water at its maximum depth. A smooth, deep dive will result in a higher score.



SLALOM SKIING

Bonjour! Welcome to Chamonix, France, where the first Winter Olympics took place in 1924. Here on these slippery, snow-covered slopes you'll compete against the clock for a new world record! Meet you at the starting gate!

Object: Make it to the finish line with the best time! Players have three tries.

1. *To start skiing down the course,* press BUTTON A.

2. *To control your skier's turns,* press the control pad LEFT to turn left or RIGHT to turn right.

3. *To increase your speed and turning sensitivity* (how sharp you turn), hold down BUTTON A as you press the control pad.

4. Complete the course by skiing through as many gates as possible. *A gate consists of two flags of the same color.* Missing a gate adds a 5-second penalty.

Scoring: The winner is the skier who successfully completes the course with the fastest time. You will be disqualified if you fall—so watch out for head-on collisions with slalom gates and fences!

Strategy: While speed is important, the slalom course is more a test of your reflexes, coordination and agility. Sharp turns slow you down. Try to use moderate turns as often as you can. As you pass through one gate, you should be setting up your approach for the next one.

LOG ROLLING

Don't just sit there like a bump on a log! It's Log Rolling time here in Canada! In this event you'll challenge champion Jacques LaFeet to a world-class spin-off! Try to dislodge him from the floating log by spinning it back and forth. Sooner or later someone will slip and plunge into the icy river. Splash! Brrrr!

Object: Knock your opponent off the log! Each player gets three attempts.

1. *To begin the event,* press BUTTON A.

2. *To move the lumberjack's legs,* press the control pad continuously LEFT and RIGHT. Stay in rhythm with the log or you may lose your balance.

3. *To change the direction of the rolling log from forward to backward* (and vice versa), press BUTTON A while the lumberjacks are moving.

Scoring: The winner is the last lumberjack to remain on the log. A scoring bonus is awarded to the winner based on the balance of the two contestants. Scoring also depends on the length of the event. If you take too long to finish off your opponent, you'll receive a lower score.

Strategy: Establish a rhythm with your lumberjack's legs. If you don't build speed at the correct rate, you may lose your balance. When your lumberjack is off-balance, his arms extend to help him recover.

Try to make your opponent lose his balance by stopping the log abruptly, then quickly changing the direction of the log's rotation. There are balance meters for both lumberjacks at the bottom of the screen. They light up when your balance is off, so you'll know when to speed up or slow down. With practice, you can tell at a glance how to regain your balance or the best way to defeat your opponent.

BULL RIDING

Howdy, Partner! Are you ready to take on the meanest, orneriest bunch of bulls in the West? Ya-hoo! You'll ride bareback on a buckin', rip-snortin' wild bull that's ready to toss you on your butt. Think you're tough enough and clever enough to stay on for 8 seconds? Then get ready for the ride of your life, Bucko!

Object: Score the most points by staying on the meanest bull! Each player gets 3 attempts.

1. *To choose the bull you want to ride,* press the control pad UP or DOWN. Select one of the following bulls (they range from slightly mean to downright nasty): Ferdinand, Elmer, Bob, Tornado or Earthquake.

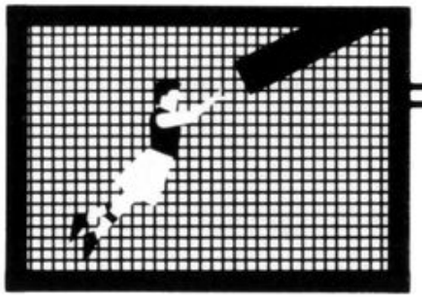
2. *To start the event,* press BUTTON A.

3. *To respond to the bull's movements,* press the control pad as follows:

- *Bucking:* If the bull is bucking, press and hold the control pad LEFT or RIGHT in the same direction that the bull is moving.
- *Spinning:* To stay on the bull as it spins around, press the control pad DOWN.
- *Halt:* When the bull stops suddenly, press the control pad LEFT or RIGHT in the opposite direction that the bull is facing. For example, if the bull is facing LEFT, press the control pad RIGHT.

Scoring: Your score is based on the *length* and *difficulty* of your ride. A successful ride lasts 8 seconds. Riding a more difficult bull is worth more points. For the highest scores, ride Earthquake...if you dare!

Strategy: Try to anticipate how the bull will move. Quick response to each movement is key to finishing a ride.



CABER TOSS

Faster than a speeding Scotsman! More powerful than a wailing bagpipe! Look—up on the hillside—it's the Scottish Caber Toss! In this unique event, you'll lift and throw a tree trunk the size of a telephone pole. The farthest toss wins! Talk about a Highland Fling! Heave Ho!

Object: Toss the caber the farthest to win! Each player gets 3 attempts.

1. *To begin the event,* Press BUTTON A.

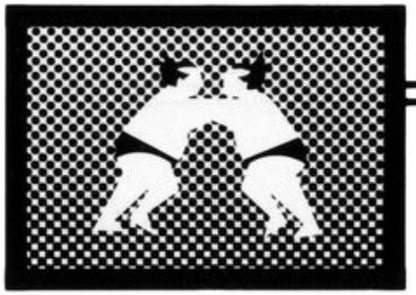
2. *To run with the caber,* press the control pad LEFT or RIGHT in rhythm with your athlete's feet. To gain speed, increase the tempo of the rhythm smoothly.

3. *To plant your feet and throw the caber,* press and hold down BUTTON A.

4. *To complete the toss,* as the caber pivots in your hands, release BUTTON A. If you release too soon or too late, the caber may not flip correctly.

Scoring: The caber must flip over completely for a legal toss. The longest toss wins the event.

Strategy: The secret to a long throw is building up your speed before the toss, while conserving as much energy as possible. The player who learns how to reach top speed the fastest will usually win the event. Be careful not to run any farther than necessary to build up your speed. Long runs with the heavy caber will only sap your strength.



SUMO WRESTLING

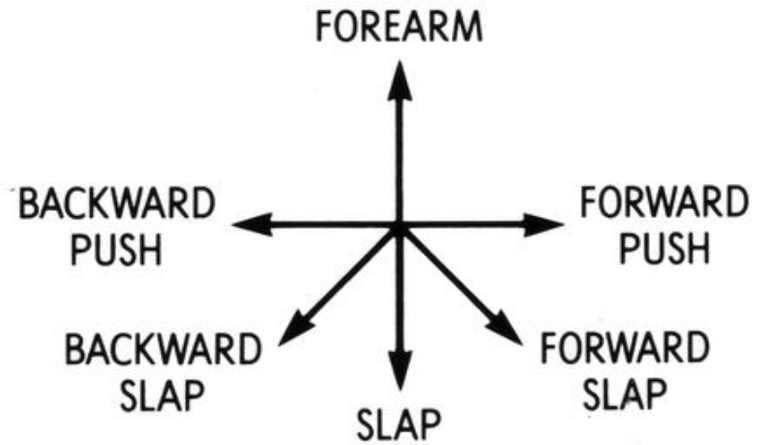
Step into the Japanese sumo ring and throw your weight around! You'll take on a 400-pound professional wrestler and try to topple him to the ground. Or push him out of the ring! But watch out. Your opponent pushes back—hard! With a lot of practice and a little luck, you may find yourself the Honorable Sumo Numero Uno!

Object: Push your opponent out of the ring or onto the ground.

1. *To begin the event,* press BUTTON A once for yourself and once for your computerized opponent. The wrestlers will then move into a crouch position.

2. *To control your wrestler,* press the control pad as shown at right.

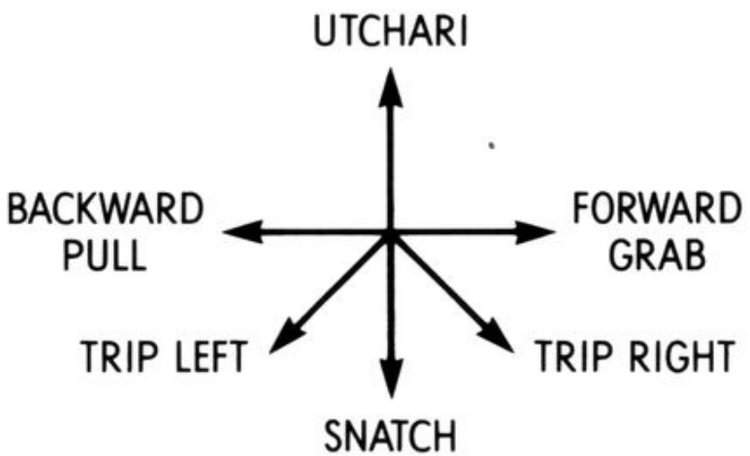
Some defensive and offensive moves are made by *repeatedly* pressing the control pad as indicated in the illustration below:



Additional moves are made by grasping your opponent's belt. Attempt to do this by pressing and holding down BUTTON A. Then perform various

moves by repeatedly pressing the control pad as indicated in the diagram below (continue to hold down BUTTON A).

CONTROL PAD WITH BUTTON A



3. *To let go of your opponent's belt,* release BUTTON A.

4. The first wrestler to leave the ring or touch the ground with any part of his body (except his feet) loses the match.

Scoring: Scoring is based on reaction time. The player who can execute moves the quickest will get the highest scores. If you throw your opponent to the ground or push him out of the ring, you'll receive enough points to win the match. The faster you win, the higher your score.

Strategy: Timing is important to success in the sumo ring. When you perform a move with BUTTON A pressed, be sure to release the button at the proper time to complete your move successfully. Proper timing is learned through practice.

If you're about to be pushed out of the ring, try using the *Utchari* move. See diagram at left. The *Utchari* uses your opponent's weight and speed to pivot him over your body and out of the ring.

AWARDS AND RECORDS

AWARDS PRESENTATION

After every event, medals are awarded to the top finishers in the order that they placed. Each medal is worth the following number of points toward the Championship Ceremony:

Each 1st place Gold Medal - 5 points
Each 2nd place Silver Medal - 3 points
Each 3rd place Bronze Medal - 1 point

CHAMPIONSHIP CEREMONY

After competition is over, each player's medal points are totaled. The player with the most points is honored as the Grand Champion.

WORLD RECORDS

Names and scores of record-breaking players are displayed on the World Records screen. Whenever a new record is set, it replaces the old record on the screen. High scores are erased at the end of each play session.

NOTES AND SCORES

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment OFF and ON, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. Stock No. 004-000-00345-4.

MILTON BRADLEY COMPANY LIMITED WARRANTY

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